

Nintendo ENTERTAINMENT SYSTEM

STAR TREK[®] THE NEXT GENERATION[™]

CONCEPT AND DESIGN: Mark Beardsley & Gregory A. Faccione

GRAPHICS: Gregory A. Faccione and Dan Peters

PROGRAMMING: Mark Beardsley and Roger Amidon

ADDITIONAL PROGRAMMING: Henry C. Will IV

MUSICAL ARRANGEMENT: Mark Van Hecke

TECHNICAL DIRECTION: Henry C. Will IV

CREATIVE DIRECTOR: Carol Albert

PRODUCER: Dan Kitchen

SPECIAL THANKS: Barry Marx, Tak Lau, and Ross Harns

PACKAGE AND MANUAL DESIGN: W. R. Wentworth

INSTRUCTION MANUAL: Barry Marx

ABOUT THE DESIGNERS:

Mark Beardsley has a B.S. degree in computer science. A top-ranked international pinball player, Mark's design credits include *Ren & Stimpy*[™] (T-HQ) and *The Adventures of Rocky and Bullwinkle and Friends*[™] (T-HQ), both for the Game Boy system.

Gregory A. Faccione holds various art and animation degrees. A science fiction enthusiast, Greg has been designing his own characters and worlds for over 10 years. His art appears in *The Adventures of Rocky and Bullwinkle and Friends*[™] on the Super Nintendo Entertainment System[®] (T-HQ), and in Absolute's forthcoming Disney title *Goofy*.



ABSOLUTE.

TM, ®, & © Paramount Pictures. All Rights Reserved. Star Trek: The Next Generation is a trademark of Paramount Pictures. Absolute Entertainment Authorized User. Published by Absolute Entertainment, Inc., 10 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458. Absolute Entertainment is a registered trademark of Absolute Entertainment, Inc. All Rights Reserved. Game documentation, and Absolute logo © 1993 Absolute Entertainment, Inc. All Rights Reserved.

EmuMovies

PRINTED IN JAPAN

Nintendo ENTERTAINMENT SYSTEM

NES-NX-USA

STAR TREK[®]

THE NEXT GENERATION[™]



CADET TRAINING MANUAL

Nintendo ENTERTAINMENT SYSTEM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO[®] HARDWARE SYSTEM OR GAME PAK.**



NINTENDO AND NINTENDO
ENTERTAINMENT SYSTEM ARE
REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA, INC.



THE OFFICIAL SEAL OF YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT. ALWAYS LOOK FOR THIS
SEAL WHEN PURCHASING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR
NINTENDO ENTERTAINMENT SYSTEM.
ALL NINTENDO PRODUCTS ARE LICENSED
BY SALE FOR USE ONLY WITH OTHER
AUTHORIZED PRODUCTS BEARING THE
OFFICIAL NINTENDO SEAL OF QUALITY.



ABSOLUTE

Nintendo ENTERTAINMENT SYSTEM

Table of Contents

Initial Procedures.....	5	Lt. Cmdr. La Forge: Engineering Systems Control.....	19
Start Game.....	6	Power.....	19
Password.....	6	Repairs.....	21
Mission Briefings.....	7	Chief O'Brien: Transporter Systems Control.....	23
The Main View Screen.....	8	Beam Up.....	24
Crew Select/Impulse Speed Mode.....	8	Beam Down.....	26
Navigation Mode.....	9	Intruder.....	27
Warp Mode.....	10	Lt. Cmdr. Riker: Mission Control.....	28
Crew Screens.....	11	Hostile Encounters.....	29
Lt. Wolf: Tactical Systems.....	12	Phasers.....	29
Shields.....	12	Photon Torpedoes.....	30
Weapons Systems.....	13	Red Alert Scenarios.....	31
Lt. Cmdr. Data: Operations Control.....	14	Temporal Rift.....	31
Course.....	14	Intruder Alert.....	31
Sensors.....	15	Life Support System Failure.....	32
Orbit.....	17	Mission Summary and Password Assignment.....	33



Nintendo

ENTERTAINMENT SYSTEM

CAPTAIN JEAN LUC PICARD
U.S.S. ENTERPRISE™
INSTRUCTOR EMERITUS

It is both an honor and a privilege to address you, one of an elite group of cadets chosen for this very special training session. Your presence here indicates that you have mastered—indeed, excelled at—a long and arduous course of instruction here at Starfleet Academy. It is your top notch performance that has qualified you for the Advanced Holodeck Tutorial.

The Tutorial is administered each year by an experienced Starship Captain. I have that honor this year. The Holodeck's computer imagery technology enables the cadet to assume control of the instructor's starship—effectively becoming her captain—and thus experience a series of lifelike missions that will test nearly every principle the cadet has learned at the Academy.

As each situation presents itself, you will have several options from which to choose and you will be able to enlist the help of holographic facsimiles of individual U.S.S. Enterprise crew members. While there is no single correct path to be followed, I encourage you to remember that the command of a starship is much more than a mastery of quantum physics, battle strategies, and phaser marksmanship. You will also require clear thinking, cool-headedness, and compassion.

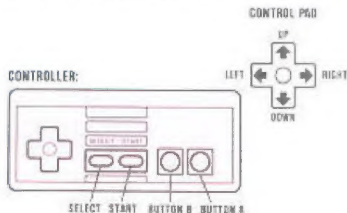
On behalf of myself and the Academy, I wish you the best of luck. I have every confidence that you will excel in this, your final test, and make a fine addition to Starfleet. And now, the U.S.S. Enterprise is yours to command!



Nintendo ENTERTAINMENT SYSTEM

Initial Procedures

Make sure the NES™ power switch is **OFF**. Insert the **STAR TREK™: THE NEXT GENERATION™** Game Pak, then turn **ON** the power switch. A series of logo, legal, title and credit screens will be displayed. Press any button on the NES controller to move to the next screen.



Pressing any button anytime during the credits sequence advances to the Command Verification Screen.



Once on the Command Verification Screen, press **UP** or **DOWN** to move the option cursor to either **START GAME** or **PASSWORD**.



Nintendo ENTERTAINMENT SYSTEM

Initial Procedures (Contd.)

Start Game

Press **BUTTON A** when this option is highlighted and you will begin the game as a novice cadet with no ranking.

Password

Press **BUTTON A** when this option is highlighted and the Password Entry Line appears. You will receive a password after completing a series of successful missions. Entering it here at the beginning of the game allows you to maintain the ranking you were assigned the last time you played the game. This way you will immediately embark on more complex missions, without having to repeat your previous achievements (see Mission Summary and Password Assignment on page 33 for more information on receiving passwords).

To enter your Password, press **RIGHT** or **LEFT** to move the Password Cursor. Then press **UP** or **DOWN** to select the desired letter (if needed, there is a blank space between the "A" and the "Z"). When you have finished entering, press **BUTTON A** to begin the game.

Pressing **BUTTON B** will abort a password entry and return you to the Command Verification Screen.



Mission Briefings



From this point on, it is your responsibility to determine what courses of action are required to successfully complete the mission. As acting captain of the U.S.S. Enterprise, you should be thoroughly familiar with the starship's crew members and their various functions. Devote your full attention to studying this manual before embarking on the first mission.

When your Tutorial begins, the Mission Briefing Screen will appear. Your Starfleet Academy instructor, in this case Captain Jean-Luc Picard of the U.S.S. Enterprise™, will give you your assignment. As the Tutorial proceeds, each new mission will be assigned the same way.

Mission assignments are displayed in two parts. The first screen appears automatically. To see the second screen, press **BUTTON B**.

When you have finished reading your briefing, press **BUTTON B** to move into the Main View Screen.



Nintendo ENTERTAINMENT SYSTEM

The Main View Screen

This is the straight-ahead view of your course through space as seen from the U.S.S. Enterprise™ bridge. The Main View Screen consists of three distinct modes.

Crew Select/Impulse Speed Mode

This mode is primarily used for selecting crew members when their particular functions are required. Each Starfleet emblem represents a crew member. Refer to their individual sections in this manual for descriptions of their functions.



Nintendo ENTERTAINMENT SYSTEM

To contact a crew member:

- Press **RIGHT** or **LEFT** to highlight the desired crew member's insignia.
- Press **BUTTON A** to contact the selected crew member.

Crew Select/Impulse Speed Mode also allows you to make adjustments to the ship's impulse (non-warp) speed:

- When halted, press **UP** once to accelerate to half impulse speed. Press again to reach full impulse power.
- Press **DOWN** to decelerate to half impulse power, press it again to halt the U.S.S. Enterprise's movement.
- Impulse speed is not displayed on this screen. With experience, you will be able to assess your speed from the rate at which you pass the starfields. For a precise impulse reading, contact Mr. Data (see page 14).
- **START** pauses.

Navigation Mode



This mode allows you to steer the U.S.S. Enterprise in a complete 360° rotation. (Crew communication is not possible in Navigation Mode; you must return to Crew Select Mode to make contact.)

Hostile Encounters also take place in Navigation Mode. See pages 29–30 for a complete discussion.



Nintendo ENTERTAINMENT SYSTEM

Lt. Worf: Tactical Systems

Worf's ship, the *USS Enterprise*, is a Klingon ship, and as such, it has a variety of weapons and shields. The shields are the most important part of the ship's defense system.



WOLF SHIELDS CONTROL SCREEN

Shields

The shields protect the ship from enemy fire. The shields are the most important part of the ship's defense system. The shields are controlled by the ship's computer. The shields are the most important part of the ship's defense system. The shields are controlled by the ship's computer. The shields are the most important part of the ship's defense system. The shields are controlled by the ship's computer.

To raise or lower shields

- **RAISE** (lower shields) - Press the **DOWN** button.
- **LOWER** (raise shields) - Press the **UP** button.
- **SELECT** (toggle shields) - Press the **SELECT** button.



SHIELDS FUNCTION SCREEN

"Pressing a shield button will raise or lower the shields."

Theorem 1. Let $\{X_n\}_{n \geq 1}$ be a sequence of independent random variables with $E X_n = 0$ and $\text{var } X_n = \sigma_n^2$. Let $S_n = X_1 + \dots + X_n$ and $\sigma_n^2 = \sigma_1^2 + \dots + \sigma_n^2$. Then, for any $\epsilon > 0$,

STARLINE ADVISORY: This is a very short and very simple
 but important advisory. The main thing is to make
 sure that the car is in good condition and that the
 driver is qualified to drive it. The car should be
 in good condition and the driver should be qualified
 to drive it. The car should be in good condition
 and the driver should be qualified to drive it.

[illegible]

WEAPONS AND EQUIPMENT SECTION

Nintendo ENTERTAINMENT SYSTEM

Lt. Cmdr. Data: Operations Control

Take control of the *Enterprise* from the bridge of the ship. You'll be in command of the ship's operations, and you'll be able to control the ship's weapons, engines, and other systems.



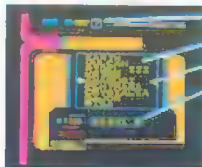
DATA COURSE SETTING
CREW SCREEN

Course

When you select a course, the ship will automatically warp to the destination. You can also select a warp speed. The warp speed will determine how long it takes to reach the destination. The warp speed will also determine how much fuel is used.

To set course and warp speed

- Press the **SELECT** button to open the course setting screen.
- Press **RIGHT** to move the cursor to the right.
- Press **LEFT** to move the cursor to the left.
- Press **DOWN** to move the cursor down.
- Press **UP** to move the cursor up.
- Press **ENTER** to select the course.



COURSE SETTING FUNCTION SCREEN



Nintendo ENTERTAINMENT SYSTEM

Lt. Cmdr. Data: Operations Control (Contd.)

When the ship has been successfully launched, the ship will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

The ship will be launched into orbit and will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

The ship will be launched into orbit and will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

- The ship will be launched into orbit and will be launched into orbit.
- The ship will be launched into orbit and will be launched into orbit.

When the ship has been successfully launched, the ship will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

When the ship has been successfully launched, the ship will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

SELECT - When the ship has been successfully launched, the ship will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.

START - When the ship has been successfully launched, the ship will be launched into orbit. The ship will be launched into orbit and will be launched into orbit.



THE MAIN VIEW SCREEN
SUCCESSFUL ORBIT HAS BEEN ACHIEVED



Nintendo ENTERTAINMENT SYSTEM

Lt. Cmdr. La Forge: Engineering Systems Control

As Lt. Cmdr. La Forge, you'll be in charge of the engineering systems which keep the Enterprise running. As you take the helm, you'll find that the most important engineering systems are power, communications, and weapons. Each of these systems is controlled by a different set of controls, and you'll need to learn how to use them to keep the Enterprise running smoothly.

Power



LA FORGE POWER ALLOCATION
CREW SCREEN

Power is the lifeblood of the Enterprise, and it's your job to make sure that the power is distributed correctly to the various systems. The Enterprise has a complex power system, and you'll need to learn how to use the various controls to allocate power to the different systems. The power system is controlled by a central console, and you'll need to learn how to use the various controls to allocate power to the different systems. The power system is controlled by a central console, and you'll need to learn how to use the various controls to allocate power to the different systems.

To allocate power:

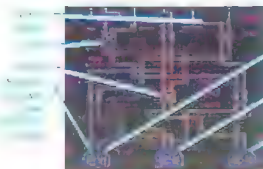
- Press the **POWER** button on the control panel to allocate power to the various systems.
- Press **BUTTON A** to allocate power to the various systems.



Nintendo ENTERTAINMENT SYSTEM

Lt. Cmdr. La Forge: Engineering Systems Control (Contd.)

Power (Contd.)



POWER: UP, DOWN, LEFT, RIGHT

- Pressing the **UP** button will cause the power to increase. Pressing the **DOWN** button will cause the power to decrease. Pressing the **LEFT** button will cause the power to decrease. Pressing the **RIGHT** button will cause the power to increase.
- Press **UP**, **DOWN**, **LEFT**, or **RIGHT** button of the controller to change the power level.
- Press the **UP** button of the controller to increase the power level. Pressing the **DOWN** button will cause the power to decrease. Pressing the **LEFT** button will cause the power to decrease. Pressing the **RIGHT** button will cause the power to increase.

- Pressing the **UP** button will cause the power to increase. Pressing the **DOWN** button will cause the power to decrease. Pressing the **LEFT** button will cause the power to decrease. Pressing the **RIGHT** button will cause the power to increase.
- Pressing the **UP** button will cause the power to increase. Pressing the **DOWN** button will cause the power to decrease. Pressing the **LEFT** button will cause the power to decrease. Pressing the **RIGHT** button will cause the power to increase.

START/RESET ADVISORY

Pressing the **START/RESET** button will cause the power to increase. Pressing the **START/RESET** button will cause the power to decrease. Pressing the **START/RESET** button will cause the power to decrease. Pressing the **START/RESET** button will cause the power to increase.



Nintendo ENTERTAINMENT SYSTEM

Repairs



Venture/Protonic Nite
1
1
1
1

LA FORGE SYSTEM REPAIRS CREW SCREEN

Mr. La Forge and his crew are the only ones who can repair the ship's systems. They are located in the lower right corner of the screen. They are the only ones who can repair the ship's systems. They are the only ones who can repair the ship's systems. They are the only ones who can repair the ship's systems.

To assign a new repair priority:

- Access REPAIRS menu - press a button on page 1
- Press **BUTTON A** to access System Repair Function Screen

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1



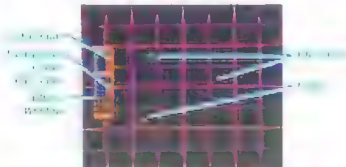
Figure 1

It is important to note that the results of the study are based on a sample of 1000 respondents, which may not be representative of the entire population. Therefore, the results should be interpreted with caution.

[illegible]

Chief O'Brien: Transporter Systems Control (Contd.)

8c3n1 Ud



BEAM UP FUNCTION GRID SCREEN

Jo beam up.

- Press the **RIGHT** or **LEFT** button to select a page.
- Press **BUTTON A** to access the page of the selected page number.
- Press the **RIGHT** or **LEFT** button to select a page number of the page number displayed in the screen.
- Press **UP DOWN RIGHT = LEFT** to select one of the pages without the page number input screen. **BUTTON A** is required at the transport stop.
- To move the **Transport** to the **Stop** position, press **BUTTON A** and press **UP DOWN RIGHT = LEFT**.

- **Step 1:** Identify the data points that are relevant to the business decision. In this case, the data points are the number of units sold, the price per unit, and the total revenue. The data points are collected from the sales records of the company.

ENTERTAINMENT SYSTEM

[illegible]

- **1st step:** we introduce **new** nodes (leaves) compatible with our target (new data instances)
- **2nd step:** we complete the **Model** (we select the best way to do)
- **SELECT** method: for the **best** model we select the best node in the **Model** (with **Score**)
- **START** value



THIS FORM HAS BEEN
SUCCESSFULLY BLAMED UP

START/SET ADVISORY **START/SET ADVISORY**

STARFLEET ADVISORY: *Star Trek: Voyager* is a TV-14 series, meaning that it may contain some material that is unsuitable for children under 14 years of age. *Star Trek: Voyager* is a science-fiction series that follows the adventures of the USS Voyager, a starship that is stranded in the Delta Quadrant, far from Earth. The series is known for its diverse cast and its exploration of new worlds and cultures. While the series is generally considered to be family-friendly, it does contain some scenes of violence and mild language. Parents are advised to watch the series with their children and to discuss any potentially disturbing content.



Nintendo ENTERTAINMENT SYSTEM

Chief O'Brien: Transporter Systems Control (Contd.)

Beam Down

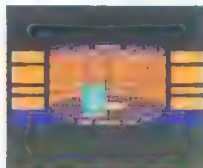


TRANSPORTER CONTROL

Transporter Control console used to transport the vehicle down to the transporter. The vehicle is transported down to the transporter. The vehicle is transported down to the transporter. The vehicle is transported down to the transporter.

To beam down

- Press **START** button to start the transporter.
- Press **STOP** button to stop the transporter.
- Press **RECALL** button to recall the transporter.
- Press **EJECT** button to eject the transporter.
- Press **SELECT** button to select the transporter.
- Press **POWER** button to power the transporter.



TRANSPORTER CONTROL

- Press **START** button to start the transporter.
- Press **STOP** button to stop the transporter.
- Press **RECALL** button to recall the transporter.
- Press **EJECT** button to eject the transporter.
- Press **SELECT** button to select the transporter.
- Press **POWER** button to power the transporter.



Nintendo ENTERTAINMENT SYSTEM

Intruder



INTRUDER SCREEN (EMPIRE STRIKES BACK)

As a mission progresses, there is the possibility of an Intruder. You will be informed by a voice message when you receive it. After you receive this first alert message, contact Chief Tibble to take immediate action. See the Alert Sequence on pages 11-12 for more detailed discussion of some of the other such occurrences.

To beam an intruder off the U.S.S. Enterprise:

- Access the Intruder View Screen as described on page 11.
- Press **BUTTON A** to access Intruder Function Grid Screen.
- Follow the procedure techniques of Beaming Up as outlined on pages 14-15.



INTRUDER VIEW SCREEN (EMPIRE STRIKES BACK)

- Note that the grid now reflects status and levels of the intruder interface where the intruder may be working. **BUTTON B** will monitor **UP** and **DOWN** status and to view eight levels of intruder.
- The intruder's name appears throughout the status. If your Look Out Box indicates you are in a high level of intruder, you may want to take time to double check and cause your Look Out Box to appear.
- As with an Down Up operation, correct can only be transmitted in a single order, as determined by the U.S.S. Enterprise computer.
- **SELECT** will abort the intruder operation or any intruder return to the Main View Screen.
- **START** pauses.



Nintendo ENTERTAINMENT SYSTEM

Cmdr. Riker: Mission Control



RIKER CREW SCREEN

Contact Commander William Riker at any time using a mission to activate a hidden map of the planet's surface. Riker will provide you with a mission profile and a list of mission objectives. Riker will also provide you with a list of mission objectives and a list of mission objectives. Riker will also provide you with a list of mission objectives and a list of mission objectives.

To reach Mission Control:

- Press the Mission Control key (top right of the screen).
- **SELECT** requires a Main View screen of the game.



Nintendo ENTERTAINMENT SYSTEM

Hostile Encounters

When you enter a new area, you will find the Main Menu Screen. Now you can make a Hostile encounter. The first is to use the M-Button to make the weapon and phasers screen appear on the screen.

Remember that the weapon and phaser screen only appears when you are in a battle. Experiment with the phaser and phaser screen. You can use the phaser screen to shoot at enemies. You can also use the phaser screen to shoot at enemies. You can also use the phaser screen to shoot at enemies.

Phasers

Phasers are weapons that can be used to shoot at enemies. They are the most powerful weapons in the game. They can be used to shoot at enemies. They can be used to shoot at enemies.

The Phasers are divided into two types: **UP** and **DOWN**. The **UP** phaser is used to shoot at enemies. The **DOWN** phaser is used to shoot at enemies. The **UP** phaser is used to shoot at enemies. The **DOWN** phaser is used to shoot at enemies.

When the **UP** phaser is used to shoot at enemies, the screen will show:



PHASERS FIRING

To fire phasers:

- Press **UP** or **DOWN** to fire the phaser.
- Press **UP** or **DOWN** to fire the phaser.
- Press **UP** or **DOWN** to fire the phaser.
- Press **UP** or **DOWN** to fire the phaser.



Hostile Encounters (Contd.)

Photon Torpedoes

1. 2019年12月31日，公司应收账款账面余额为1,000,000.00元，坏账准备余额为100,000.00元，应收账款净额为900,000.00元。2020年12月31日，公司应收账款账面余额为1,200,000.00元，坏账准备余额为120,000.00元，应收账款净额为1,080,000.00元。2021年12月31日，公司应收账款账面余额为1,500,000.00元，坏账准备余额为150,000.00元，应收账款净额为1,350,000.00元。2022年12月31日，公司应收账款账面余额为1,800,000.00元，坏账准备余额为180,000.00元，应收账款净额为1,620,000.00元。2023年12月31日，公司应收账款账面余额为2,000,000.00元，坏账准备余额为200,000.00元，应收账款净额为1,800,000.00元。

$$\begin{aligned} \pi_1(\mathcal{C}_1) &= \pi_1(\mathcal{C}_2) = \pi_1(\mathcal{C}_3) = \pi_1(\mathcal{C}_4) = \pi_1(\mathcal{C}_5) = \pi_1(\mathcal{C}_6) = \pi_1(\mathcal{C}_7) = \pi_1(\mathcal{C}_8) = \pi_1(\mathcal{C}_9) \\ &= \pi_1(\mathcal{C}_{10}) = \pi_1(\mathcal{C}_{11}) = \pi_1(\mathcal{C}_{12}) = \pi_1(\mathcal{C}_{13}) = \pi_1(\mathcal{C}_{14}) = \pi_1(\mathcal{C}_{15}) = \pi_1(\mathcal{C}_{16}) \\ &= \pi_1(\mathcal{C}_{17}) = \pi_1(\mathcal{C}_{18}) = \pi_1(\mathcal{C}_{19}) = \pi_1(\mathcal{C}_{20}) = \pi_1(\mathcal{C}_{21}) = \pi_1(\mathcal{C}_{22}) = \pi_1(\mathcal{C}_{23}) \\ &= \pi_1(\mathcal{C}_{24}) = \pi_1(\mathcal{C}_{25}) = \pi_1(\mathcal{C}_{26}) = \pi_1(\mathcal{C}_{27}) = \pi_1(\mathcal{C}_{28}) = \pi_1(\mathcal{C}_{29}) = \pi_1(\mathcal{C}_{30}) \\ &= \pi_1(\mathcal{C}_{31}) = \pi_1(\mathcal{C}_{32}) = \pi_1(\mathcal{C}_{33}) = \pi_1(\mathcal{C}_{34}) = \pi_1(\mathcal{C}_{35}) = \pi_1(\mathcal{C}_{36}) = \pi_1(\mathcal{C}_{37}) \\ &= \pi_1(\mathcal{C}_{38}) = \pi_1(\mathcal{C}_{39}) = \pi_1(\mathcal{C}_{40}) = \pi_1(\mathcal{C}_{41}) = \pi_1(\mathcal{C}_{42}) = \pi_1(\mathcal{C}_{43}) = \pi_1(\mathcal{C}_{44}) \\ &= \pi_1(\mathcal{C}_{45}) = \pi_1(\mathcal{C}_{46}) = \pi_1(\mathcal{C}_{47}) = \pi_1(\mathcal{C}_{48}) = \pi_1(\mathcal{C}_{49}) = \pi_1(\mathcal{C}_{50}) = \pi_1(\mathcal{C}_{51}) \\ &= \pi_1(\mathcal{C}_{52}) = \pi_1(\mathcal{C}_{53}) = \pi_1(\mathcal{C}_{54}) = \pi_1(\mathcal{C}_{55}) = \pi_1(\mathcal{C}_{56}) = \pi_1(\mathcal{C}_{57}) = \pi_1(\mathcal{C}_{58}) \\ &= \pi_1(\mathcal{C}_{59}) = \pi_1(\mathcal{C}_{60}) = \pi_1(\mathcal{C}_{61}) = \pi_1(\mathcal{C}_{62}) = \pi_1(\mathcal{C}_{63}) = \pi_1(\mathcal{C}_{64}) = \pi_1(\mathcal{C}_{65}) \\ &= \pi_1(\mathcal{C}_{66}) = \pi_1(\mathcal{C}_{67}) = \pi_1(\mathcal{C}_{68}) = \pi_1(\mathcal{C}_{69}) = \pi_1(\mathcal{C}_{70}) = \pi_1(\mathcal{C}_{71}) = \pi_1(\mathcal{C}_{72}) \\ &= \pi_1(\mathcal{C}_{73}) = \pi_1(\mathcal{C}_{74}) = \pi_1(\mathcal{C}_{75}) = \pi_1(\mathcal{C}_{76}) = \pi_1(\mathcal{C}_{77}) = \pi_1(\mathcal{C}_{78}) = \pi_1(\mathcal{C}_{79}) \\ &= \pi_1(\mathcal{C}_{80}) = \pi_1(\mathcal{C}_{81}) = \pi_1(\mathcal{C}_{82}) = \pi_1(\mathcal{C}_{83}) = \pi_1(\mathcal{C}_{84}) = \pi_1(\mathcal{C}_{85}) = \pi_1(\mathcal{C}_{86}) \\ &= \pi_1(\mathcal{C}_{87}) = \pi_1(\mathcal{C}_{88}) = \pi_1(\mathcal{C}_{89}) = \pi_1(\mathcal{C}_{90}) = \pi_1(\mathcal{C}_{91}) = \pi_1(\mathcal{C}_{92}) = \pi_1(\mathcal{C}_{93}) \\ &= \pi_1(\mathcal{C}_{94}) = \pi_1(\mathcal{C}_{95}) = \pi_1(\mathcal{C}_{96}) = \pi_1(\mathcal{C}_{97}) = \pi_1(\mathcal{C}_{98}) = \pi_1(\mathcal{C}_{99}) = \pi_1(\mathcal{C}_{100}) \end{aligned}$$
$$\begin{aligned} \mathbb{E}[\tilde{Y}_i^2] &= \mathbb{E}[Y_i^2] + \frac{1}{n} \mathbb{E}[Y_i^2] + \frac{1}{n^2} \mathbb{E}[Y_i^2] + \dots \\ &= \mathbb{E}[Y_i^2] + \frac{1}{n} \mathbb{E}[Y_i^2] + \frac{1}{n^2} \mathbb{E}[Y_i^2] + \dots \\ &= \mathbb{E}[Y_i^2] + \frac{1}{n} \mathbb{E}[Y_i^2] + \frac{1}{n^2} \mathbb{E}[Y_i^2] + \dots \end{aligned}$$

STARFLEET ADVISORY

STARFLET ADVISORY The following information was received from Starfleet Command regarding the activities of the Klingon Empire:



PHOTON TORPEDOES FIRING

To fire photon torpedoes:

- Press **UP DOWN RIGHT** and **LEFT** to add notes to the selected slide on the Microcassette Deck.
- Press **BUTTON 6** to:

STARFLEET ADVISORY

STARFLEET ADVISORY: If you're a Starfleet officer, you'll want to know that the USS Enterprise (NCC-1701-A) is currently in the drydock at the Starfleet Academy. The ship is being repaired after a recent mission to the planet Vulcan. The ship is expected to be back in service by the end of the year.



Nintendo ENTERTAINMENT SYSTEM

Red Alert Scenarios

In this game, you'll take control of the Red Alert Scenario, a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

As you'll see, the Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.



CMR RIKER WARNS OF A
TEMPORAL RIFT

Temporal Rift

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.

Intruder Alert

The Red Alert Scenario is a special mission that's designed to introduce you to the game's features and controls. You'll be the one to lead the team of the Red Alert team to the Red Alert.



Nintendo ENTERTAINMENT SYSTEM

Red Alert Scenarios (Contd.)

Intruder Alert (Contd.)



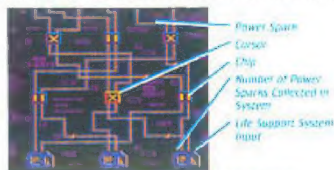
LT. WORF WARNS OF A SECURITY BREACH

One or more living parasitic entities may invade your starship during a mission and progressively cause damage to various U.S.S. Enterprise™ systems. The intruders must be located and beamed off the ship by Chief O'Brien, using the procedure described on page 27.

Once all intruders are removed, Mr. La Forge should commence repair to the systems affected by their invasion.

Life Support System Failure

Mr. La Forge will signal the progressive draining of power from the Life Support System—the most vital of all U.S.S. Enterprise systems. At this time, all other mission operations must be suspended so that the Engineering crew can devote their full attention to this repair.



LIFE SUPPORT POWER ALLOCATION SCREEN

To restore power to the Life Support Systems:

- Access Mr. La Forge's Power Allocation Function Screen, as discussed on pages 19-20.
- Notice that the bottom of the engineering circuit board now displays only Life Support System inputs (the three inputs are identified by the letter "L"), which replace the other system inputs.
- Navigate the power sparks around the circuit board using the techniques described on page 20. Note the following significant difference:

To repair the Life Support System, you must now guide one spark only into each of the three inputs. If any input collects more than one spark, the repair attempt fails and must be attempted again.

- When function is complete, the Main View Screen automatically returns.
- **SELECT** returns to Main View Screen at any time.
- **START** pauses.





Promotions require consistent successful performance on a series of missions, the number of which is determined confidentially by your instructor. When higher rankings are achieved, you will receive more difficult and complex missions that contain an increased number of variables and Red Alert Scenarios.



Refer to Page 6 to review password entry procedures

Nintendo ENTERTAINMENT SYSTEM

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment, Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date enclosed, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel. (201) 878-1141

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for \$25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Pak as originally supplied by Absolute Entertainment, Inc. and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OR PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



Nintendo ENTERTAINMENT SYSTEM

Also from Absolute:

FOR GAME BOY®:

STAR TREK THE NEXT GENERATION

"...Absolute has delivered a first-rate
ST: TNG cartridge..."

— Video Games & Computer
Entertainment magazine

Game Boy's critically-acclaimed
starship simulator! Take the
helm of the Galaxy Class Starship
USS Enterprise™ in this
portable version of the Advanced
Holodeck Tutorial! You'll encounter more of the
split-second challenges you faced on the NES, plus new
missions and more strange new worlds to explore!

On Sale Now!

Designed by Mark Beardsley and Gregory A. Faccione



HAVING TROUBLE FINDING OUR GAMES?
THEN CALL OUR TOLL-FREE NUMBER TO ORDER DIRECTLY:

1-800-237-8400
ASK FOR EXTENSION 201

(VISA and MASTERCARD accepted. A postage and handling charge of
\$4.00 will be added to each order. New Jersey residents add 6% sales tax.)

PLEASE NOTE THAT THIS NUMBER IS FOR ORDERS ONLY.
IT IS NOT EQUIPPED TO HANDLE GAME PLAY COUNSELING QUESTIONS.

TM, ®, and © 1993 Paramount Pictures. All Rights Reserved. Star Trek: The Next
Generation is a trademark of Paramount Pictures. Absolute Entertainment Authorized User.

ST 30612

